

**In the Claims**

The following Listing of Claims replaces all prior versions in the application:

LISTING OF CLAIMS

1. (Currently amended) A method, comprising:  
receiving an input signal sent from ~~an originator~~ a calling or sending party having a haptic code therein;  
extracting the haptic code from the input signal, the haptic code being associated with a haptic logo which distinctly corresponds to the ~~originator~~ calling or sending party; and  
providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the ~~originator~~ calling or sending party of the input signal.
2. (Original) The method of claim 1 wherein the haptic logo is associated with a status event.
3. (Original) The method of claim 2 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
4. (Original) The method of claim 1 wherein the haptic effect is output to a handheld communication device.
- 5-7. (Canceled)
8. (Currently amended) A computer-readable storage medium on which is encoded program code to be executed by a processor, said program code comprising:  
program code for receiving an input signal, wherein the input signal is sent from ~~an originator~~ a calling or sending party and having a haptic code therein;

program code for extracting the haptic code from the input signal, the haptic code being associated with a haptic logo distinctly corresponding to the calling or sending party~~originator~~; and

program code for providing a control signal to an actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party~~originator~~ of the input signal.

9. (Original) The computer-readable medium of claim 8 wherein the haptic logo is associated with a status event.

10. (Original) The computer-readable medium of claim 9 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.

11. (Original) The computer-readable medium of claim 8 wherein the haptic effect is output to a handheld communication device.

12-16. (Canceled)

17. (Currently amended) An apparatus, comprising:  
a processor;  
an actuator in communication with the processor; and  
a memory in communication with the processor, the memory storing program code executable by the processor, including:

program code for receiving an input signal, wherein the input signal is sent from an calling or sending party~~originator~~ and having a haptic code therein;

program code for extracting the haptic code from the input signal, the haptic code being associated with a haptic logo distinctly corresponding to the calling or sending party~~originator~~; and

program code for providing a control signal to the actuator, the control signal being based at least in part on the haptic code and configured to cause the actuator to output a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party originator of the input signal.

18. (Original) The apparatus of claim 17 wherein the actuator is coupled to a handheld communication device.
19. (Original) The apparatus of claim 18 wherein the handheld communication device includes one of a cellular phone, a satellite phone, a cordless phone, a personal digital assistant, a pager, a two-way radio, a portable computer, a game console controller, a personal gaming device, and an MP3 player.
20. (Original) The apparatus of claim 17 wherein the haptic logo is associated with a status event.
21. (Original) The apparatus of claim 20 wherein the status event includes one of an advertisement event, a business-transaction event, a one-to-one marketing event, a stock-trading event, a weather-forecast event, an entertainment event, a sports event, and an emergency event.
22. (Original) The apparatus of claim 17 wherein the memory further stores a haptic lookup table associating a plurality of haptic codes each with a control signal.
23. (Original) The apparatus of claim 22 wherein the memory further stores program code to download the haptic lookup table from a remote source.
- 24-28. (Canceled)
29. (Currently amended) A mobile device comprising:  
means for receiving an input signal sent from an calling or sending party originator;

means for extracting a haptic code from the input signal, the haptic code being associated with a haptic logo which only distinctly corresponds to the calling or sending party~~originator~~; and  
means for outputting a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party~~originator~~ of the input signal.

30. (Currently amended) A method, comprising:  
transmitting an input signal from an calling or sending party~~originator~~ via a first communication device;  
receiving the signal at a second communication device; and  
extracting a haptic code from the input signal at the second communication device, the haptic code being associated with a haptic logo only distinctly corresponding to the calling or sending party~~originator~~, wherein the an actuator of the second communication device outputs a haptic effect associated with the haptic logo, wherein the haptic effect identifies the calling or sending party~~originator~~ of the input signal.